

# GUARDCON

2016



September 24th and 25th - Auckland



# TOURNAMENT INFORMATION

GuardCon is an annual Auckland City Guard event, with *Warhammer: Age of Sigmar* being played alongside a variety of other game systems. There is a 2,000 point event on the Saturday, and a 1,000 point event on the Sunday. If you don't have the models for the larger event, you may team up with another player.

Date:	September 24th-25th, 2016
Venue:	Remuera Bridge Club, 273 Remuera Road, Auckland, 1050
Entry:	Single day = \$25. Both days = \$45. Early bird discount (pay by August 12th) = \$5.
Organisers:	Timothy Lind (Tournament Organiser) - <a href="mailto:TronhammerNZ@gmail.com">TronhammerNZ@gmail.com</a> - 021952974 Phil Wu (Event Organiser) - <a href="mailto:wouster7@hotmail.com">wouster7@hotmail.com</a>
Due Dates:	Payment by September 9th, lists by September 16th.

## PAYMENT DETAILS

To register, send an email to [wouster7@hotmail.com](mailto:wouster7@hotmail.com). Please state which days you would like to attend (Saturday, Sunday or both), and whether you would like a partner for Saturday. Payment details will be forwarded to you - please process payment as soon as possible to confirm your spot.

## EVENT OUTLINE

IF YOU DO NOT HAVE 2,000 POINTS WORTH OF MODELS, YOU MAY TEAM UP WITH ANOTHER PLAYER FROM THE 1,000 POINT EVENT AND PARTICIPATE ON BOTH DAYS IF YOU WISH. CONTACT THE ORGANISERS IF YOU WOULD LIKE US TO FIND YOU A PARTNER.

### AGE OF SIGMAR: BATTLEHOST

Date:	8:00 am, Saturday, September 24th, 2016
Game Size:	Battlehost (2,000 points)
Table Size:	6 ft x 4 ft
Battlefield Roles:	Leaders (1-6) - Battleline (3+) - Artillery (0-4) - Behemoths (0-4) - Other Units (Any)
Rules:	All Pitched Battle rules from the General's Handbook
House Rules:	1. Measure from base-to-base unless otherwise agreed. Square bases are allowed. 2. If there are multiple versions of a warscroll available, you must use the most recent, unless your opponent agrees otherwise.
Battleplans:	Three of the six Pitched Battle battleplans, randomly selected before each round
Prizes:	WARRIOR KING - <i>Most Victory Points</i> ARCH PANOPLIST - <i>Voted Best Presented Army</i> LORD MANIPULATOR - <i>Voted Most Sporting Player</i>

Arrival/Setup	8:00 am	Round 2 End	2:45 pm
Announcements	8:15 am	Round 3 Start	3:00 pm
Round 1 Start	8:30 am	Round 3 End	5:45 pm
Round 1 End	11:15 am	Tidy Up	5:50 pm
Lunch	11:15 am	Prizegiving	6:00 pm
Round 2 Start	12:00 pm	Home time!	6:15 pm

Date:	8:00 am, Sunday September 25th, 2016
Game Size:	Vanguard (1,000 points)
Table Size:	4 ft x 4 ft
Battlefield Roles:	Leaders (1-4) - Battleline (2+) - Artillery (0-2) - Behemoths (0-2) - Other Units (Any)
Rules:	All Pitched Battle rules from the General's Handbook
House Rules:	<ol style="list-style-type: none"> <li>1. Measure from base-to-base unless otherwise agreed. Square bases allowed.</li> <li>2. If there are multiple versions of a warscroll available, you must use the most recent, unless your opponent agrees otherwise.</li> </ol>
Battleplans:	Three of the six Pitched Battle battleplans, randomly selected before each round. They will be scaled down to the reduced table size, as discussed prior to each round.
Prizes:	<p><b>WARRIOR KING</b> - <i>Most Victory Points</i></p> <p><b>ARCH PANOPLIST</b> - <i>Voted Best Presented Army</i></p> <p><b>LORD MANIPULATOR</b> - <i>Voted Most Sporting Player</i></p>

Arrival/Setup	8:00 am	Lunch	1:00 pm
Announcements	8:15 am	Round 3 Start	1:45 pm
Round 1 Start	8:30 am	Round 3 End	3:30 pm
Round 1 End	10:15 am	Tidy Up	3:40 pm
Round 2 Start	10:30 am	Prizegiving	3:50 pm
Round 2 End	1:00 pm	Home time!	4:00 pm

## WHAT TO BRING

- Copy of this Player's Pack
- AOS Rules sheet
- General's Handbook if you have it
- Warscrolls / Personal device with the Age of Sigmar App
- 3 copies of your list for your opponents
- Pen/Pencil
- Models, Dice, Rangefinder, Tokens
- 5 pieces of terrain if you have them

## PAINTING STANDARD

It is expected that armies will be fielded fully-painted, with models that adequately reflect the unit they represent (What-You-See-Is-What-You-Get). While some flexibility is allowed, it is particularly important that when fielding special characters or summoned units that correct models are used. Contact the organiser if you are unsure.

## TOURNAMENT SCORING

The tournament will be decided based on the following scoring:

- Major Victory = 3 points
- Minor Victory = 2 points
- Loss = 0 points
- 1st Tie-breaker = Most full enemy warscrolls killed (points value)
- 2nd Tie-breaker = Most 'Best Sportsman' votes

# NATIONAL RANKINGS

Call to Arms will see the launch of a national rankings scoring system for New Zealand, which is planned to take into account each game you play at a tournament. More details will be announced closer to the event, as we are waiting for indication on how Matched Play scoring will work in the General's Handbook.

## TERRAIN

Please feel free to bring your own terrain to supplement those on offer at Call to Arms.

Terrain will remain on the same table for the whole event. If your opponent agrees, you may reconfigure terrain setup in a mutually agreed manner at the start of the game, before deciding deployment zones.

Roll on The Scenery Table for each piece as per the main rules. One piece on each table will have a special Scenery Warscroll. This will be selected by the Tournament Organiser, and the warscroll rules will be available on the table.

## FAQ

**Q:** Can I take duplicate Allegiance Artefacts in the same army?

**A:** No.

**Q:** If a unit has a special ability that triggers when it is slain, and the unit uses the Ring of Immortality artefact, how does the ability trigger?

**A:** The ability triggers the first time it is slain, not the second (based on the GW FAQ).

**Q:** How do Sylvaneth Wyldwood's work?

**A:** These will not be set up as part of the table's terrain, but can be brought on to the table as per the Sylvaneth rules. You may use the Terrain Warscroll and any rules associated with them.

**Q:** Can I move trees to make way for my units?

**A:** While not technically allowed by the rules, for the sake of simplicity and ease of gameplay, this will be allowed at GuardCon. You may move trees to allow ease of movement, but the footprint of the original place of the tree must remain impassable (unless you take the movement to move over the tree).

**Q:** How do I pick my allegiance?

**A:** All warscrolls in your army must have the same keyword as the allegiance you are choosing. For example, ORDER, SYLVANETH, FLESH-EATER COURTS. You can always take the Grand Alliance allegiance abilities, even if you have a more specific allegiance (e.g. armies with the SYLVANETH allegiance can always opt to take the ORDER allegiance abilities instead).

**Q:** When do I choose allegiance abilities and artifacts?

**A:** These are chosen before each game, and do not need to be listed on your army list.

**Q:** How does summoning work?

**A:** You need to put a 'Reinforcement Point' total on your army list. You can summon up to this value during the game. You do not need to specify what units you plan to summon on your army list, or before the game.

- [Official Rules FAQ](#)
- [Official Forgeworld Points](#)
- [Army List Template](#)
- [GuardCon Homepage](#)
- [The Grand Alliance Community Event Listing](#)
- [Age of Sigmar New Zealand community](#)

WE LOOK FORWARD TO  
SEEING YOU THERE!